

## CLAIMS

- Sub 56
1. A game device comprising:  
communication means for sending information that is to be needed for a process of game from a players' side to a station's side through a communication line, and
- 5 analysis means for analyzing said information so sent on said station's side, and sending means for sending the players' side the results of the analysis from the station's side, wherein  
the game can be developed through information interchange.
2. A game device as set forth in Claim 1, wherein said players' side sends parameter that is to be needed for the process of game to said station's side.
3. A game device as set forth in Claim 1 or 2, wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.
4. A game device as set forth in any of Claims 1 to 3, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order.
5. A game device as set forth in any of Claims 2 to 4, wherein said players' side consists of a plurality of teams or players.
6. A game system, wherein said players' side sends information that is to be needed for the process of game to said station's side through the communication line, and wherein said information so sent is analyzed by said station's side so as to send the results of the analysis that can be a hint as to the process of game from the station's side
- 5 to the players' side, so that the game can be developed through information interchange.
- Sub A2
- Sub 36

Sub B  
A3

A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange.

8. A game system as set forth in Claim 6 or 7, wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

9. A game system as set forth in any of Claims 6 or 8, wherein parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.

10. A game system as set forth in any of Claims 7 to 9, wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

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